

**AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

**LISTING OF CLAIMS:**

1. (currently amended): A game device having a controller operated by a player in accordance with game music, comprising:

commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read;

commercially available CD judgment means for reading recorded content from a commercially available music CD to judge whether or not the commercially available music CD is a predetermined commercially available music CD which corresponds to operating timing data prepared beforehand based on the recorded content read;

operation timing data storage means for storing the operating timing data indicative of timings at which the player should operate the controller to meet preprogrammed game criteria in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music CD; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgment such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgment means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

2. (original): A game device according to claim 1, wherein  
the commercially available music CD judgment means includes judgment data storage means for storing beforehand at least a part of the recorded content of the predetermined

commercially available music CD as judgment data, and judges whether or not the commercially available music CD, of which recorded content is read by the commercially available music CD judgment means, is the predetermined commercially available music CD by comparing the judgment data and the recorded content of the commercially available music CD, read by the commercially available music CD judgment means.

3. (currently amended): An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read, wherein

the information storage medium stores operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD, and program code, as at least a part of the game program code, for causing the computer to function as

commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

commercially available CD judgment means for reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the predetermined commercially available music CD which corresponds to operating timing data prepared beforehand based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgment such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgment means, is the predetermined commercially available music CD, and for guiding

timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

4. (currently amended): A method for controlling a game device equipped with a commercially available music CD reading and reproducing function and having a controller operated by a player in accordance with game music, the method comprising:

a commercially available music CD reproducing step of reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

a commercially available CD judgment step of reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is a predetermined commercially available music CD which corresponds to operating timing data prepared beforehand based on the recorded content read;

an operation timing data obtaining step of obtaining operating timing data indicative of timings at which a player should operate the controller in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music CD; and

a music game execution step of effecting reproduction of music as game music at the commercially available music CD reproducing step based on the recorded content read from the commercially available music CD, in response to a judgment such that the commercially available music CD, of which recorded content is read at the commercially available music CD reproducing step, is the predetermined commercially available music CD, and of guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

5. (currently amended): A game distribution device for distributing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a

commercially available music CD to reproduce music based on the recorded content read, wherein the game distribution device comprises:

means for distributing operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD, and

means for distributing program code, as at least a part of the game program code, said code being operative for causing the computer to function as

(a) commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

(b) commercially available CD judgment means for reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the predetermined commercially available music CD which corresponds to operating timing data prepared beforehand based on the recorded content read; and

(c) music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgment such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgment means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

6. (currently amended): A game distribution method for distributing game program code and game data for causing a computer to function as a game device having controller operated by a player in accordance with game music, the computer being equipped with a commercially available music CD reproducing function for reading recorded content from a commercially available music CD to reproduce music based on the recorded content read, the method comprising:

an operation timing data distribution step of distributing operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music CD; and

a program distribution step of distributing program code, as at least a part of the game program code, for causing the computer to function as

commercially available music CD reproducing means for reading recorded content from a commercially available music CD to reproduce music as game music based on the recorded content read by using the commercially available music CD reproducing function;

commercially available CD judgment means for reading recorded content from a commercially available music CD by using the commercially available music CD reproducing function to judge whether or not the commercially available music CD is the predetermined commercially available music CD which corresponds to operating timing data prepared beforehand based on the recorded content read; and

music game execution means for causing the commercially available music CD reproducing means to reproduce music as game music based on the recorded content read from the commercially available music CD, in response to a judgment such that the commercially available music CD, of which recorded content is read by the commercially available music CD judgment means, is the predetermined commercially available music CD, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

7. (currently amended): A game device of which controller is operated by a player in accordance with game music, comprising:

commercially available music reproducing means for reading recorded content from a commercially available music information storage medium which records at least music data, to reproduce music as game music based on the recorded content read;

commercially available music information storage medium judgment means for judging whether or not the commercially available music information storage medium, recording content of which is read by the commercially available music reproducing means, is a predetermined

commercially available music information storage medium which corresponds to operating timing data prepared beforehand;

operation timing data storage means for storing operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music information storage medium; and

music game execution means for causing the commercially available music reproducing means to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgment such that the commercially available music information medium, of which recorded content is read by the commercially available music reproducing means, is a predetermined commercially available music information storage medium, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

8. (currently amended): An information storage medium storing game program code and game data, said game program code and game data comprising:

(1) instructions for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium which records at least music data, to reproduce music based on the recorded content read,

(2) operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium, and

(3) program code, as at least a part of the game program code, for causing the computer to function as

(a) commercially available music information storage medium reproducing means for reading recorded content from a commercially available music information storage

medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function;

(b) commercially available music information storage medium judgment means for reading recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium which corresponds to operating timing data prepared beforehand based on the recorded content read; and

(c) music game execution means for causing the commercially available music information storage medium reproducing means to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgment such that the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium judgment means, is the predetermined commercially available music information storage medium, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

9. (currently amended): A game device having a controller operated by a player in accordance with game music, comprising:

music data reproducing means for obtaining music data from a music data distribution server via a communication network to reproduce music as game music based on the music data obtained;

music data judgment means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data which corresponds to operating timing data prepared beforehand;

operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judging by the music data

judgment means that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

10. (currently amended): An information storage medium storing game program code and game data for causing a computer to function as a game device having a controller operated by a player in accordance with game music, said program code and game data comprising:

program code operative to cause the computer to function as

(a) music data reproducing means for obtaining music data from a music data distribution server via a communication network to reproduce music as game music based on the music data obtained;

(b) music data judgment means for judging whether or not the music data obtained by the music data reproducing means is predetermined music data which corresponds to operating timing data prepared beforehand;

(c) operation timing data obtaining means for obtaining operation timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the predetermined music data; and

(d) music game execution means for causing the music data reproducing means to reproduce music as game music based on the music data, in response to a judgment such that the music data obtained by the music data reproducing means is the predetermined music data, and for guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

11. (currently amended): A game device having a controller operated by a player in accordance with game music, comprising:

a commercially available music information storage medium reproducer which reads recorded content from a commercially available music information storage medium recording at least music data, to reproduce music as game music based on the recorded content read;

a commercially available music information storage medium judgment unit which judges whether or not the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducer, is a

predetermined commercially available music information storage medium which corresponds to operating timing data prepared beforehand;

an operation timing data storage medium which stores operating timing data indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from the predetermined commercially available music information storage medium; and

a music game execution unit which causes the commercially available music information storage medium reproducer to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgment such that the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducer, is the predetermined commercially available music information storage medium, and guides timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

12. (currently amended): An information storage medium storing game program code and game data, said game program code and game data comprising:

(1) instructions for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the recorded content read,

(2) operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium, and

(3) program code, as at least a part of the game program code, for causing the computer to function as

(a) a commercially available music information storage medium reproducer which reads recorded content from a commercially available music information storage medium

to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function ;

(b) a commercially available music information storage medium judgment unit which reads recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium which corresponds to operating timing data prepared beforehand based on the recorded content read; and

(c) a music game execution unit which causes the commercially available music information storage medium reproducer to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgment such that the commercially available music information storage medium, of which recorded content is read by the commercially available music information storage medium reproducing function, is the predetermined commercially available music information storage medium, and guides timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.

13. (currently amended): Game program code for causing a computer to function as a game device having a controller operated by a player in accordance with game music, the computer being equipped with a commercially available music information storage medium reproducing function for reading recorded content from a commercially available music information storage medium recording at least music data, to reproduce music based on the recorded content read, the game program code for controlling the computer to perform a plurality of operations comprising:

receiving operation timing data, as at least a part of the game data, indicative of timings at which the player should operate the controller in accordance with the game music reproduced based on the recorded content read from a predetermined commercially available music information storage medium;

reading recorded content from a commercially available music information storage medium to reproduce music as game music based on the recorded content read by using the commercially available music information storage medium reproducing function;

reading recorded content from a commercially available music information storage medium by using the commercially available music information storage medium reproducing function to judge whether or not the commercially available music information storage medium is the predetermined commercially available music information storage medium which corresponds to operating timing data prepared beforehand based on the recorded content read; and

causing the commercially available music information storage medium reproducing function to reproduce music as game music based on the recorded content read from the commercially available music information storage medium, in response to a judgment such that the commercially available music information storage medium is the predetermined commercially available music information storage medium; and

guiding timings at which the player should operate the controller in accordance with the game music reproduced, based on the operation timing data.